

**Session/Game:** Thranconia Blueholme-8      **Date:** June 2, 2019

**Episode 8:** "Find another dungeon, dig another grave."

**Campaign Date:** May XXIX to Jun XIX, YOR 2019

**Characters:**

Lothar of the Hill People, berserker, fighter/cleric-2, Neutral (Dave Hanley)

    Doggems, human, thief-2, Neutral (henchman)

    Munderic, human, fighter-1, neutral (henchman)

Wilson, halfling, thief-2, Neutral (Robert Swan)

    Smiling Billy, halfling, thief-1, Neutral (henchman)

    Brother Tempest, human, cleric-1 (ukko), lawful good (henchman)

Mrow, feline, magic-user-3, chaotic good (Bob LaForge)

    Cormac, human, cleric-2 (Crom), neutral (henchman)

Nyo Boto, naga, fighter-2, chaotic evil (Marlon Kirton)

**DM:** Dave Nelson

**LOG:**

*May XXIX—Jun XIII—Passburg, Emporion, Badabaskor*

Mrow spends a week scribing scrolls while Lothar and Wilson look for henchmen in Emporion, hiring Munderic and Tempest respectively. Then Mrow joins them in Emporion to search for lore about the Pit of the Obelisk site, to which they have a map. They find that it is a hell mouth controlled by a cult of Set, but desired by the Herporite demons, who are astrologically poised to be able to open the hell mouths in the region and pour into the world.

Meanwhile, Nyo travels to Badabaskor and buys a pair of slaves from the slave market there, to help put his castle into order.

*Jun XIV to Jun XVI—the Grand Vale*

Mrow, Lothar, Wilson and Nyo meet up and travel to Idessa Oasis to make a run at the Pit of the Obelisk.

*Jun XVII—The Pit of the Obelisk*

At the site of the Pit, they observe a band of 24 desert tribesmen guarding a small above-ground shrine. They appear to be Set worshippers, and since Nyo is a snake-person and of their same alignment, he approaches and has friendly conversation with them. Looking around the shrine, he seems it contains only a statue and no egress. He returns to the party, who convince him to call all the tribesmen in close so he can reveal his snaky blessing. When they have gathered, Mrow puts 10 of them to sleep with his magic, a battle is quickly joined and quickly finished when he sleeps 8 more and the rest of the party kills the remaining 6.

The team then observes the Pit itself, seeing there is a 40 foot obelisk in its center. When a vulture swoops down into the pit, a fiery beam streaks out from the obelisk and burns the bird to ash. They then chuck all the sleeping tribesmen and dead bodies into the pit, seeing them too be burned to ash.

Returning to the shrine, they search and find a secret passage under the ground. First they approach the doorway at the end, but notice magical glyphs protect it. Smiling Billy tries to disarm the glyphs, but fails badly and is badly burned by fire for his trouble.

Opening the door, they are blocked by 7 lizardmen guards, alerted by the glyph's blast. The Lizardmen keep the party at bay for a very long time, since the doorway only allows 2 party members to fight at a time (they try shooting missiles into melee again, but after one unfortunate

friendly fire hit, they give that up). Finally, Lothar uses his terrifying glare to cause one of them to retreat, allowing the party space to rush into the room, which changes the dynamic of the combat considerably. They soon wipe out the rest of the lizards and move onwards.

They discover the watch-captain's office and rush in to fight him. Despite being a skilled assassin, the lizard-man watch captain fails spectacularly to ambush, hide or otherwise backstab them at all. He tries to charm Mrow with some magic Lenses, but fails. He tries using assassin's smoke to set up a sneak attack but fails at that too and is soon killed. He has a nice supply of magic items including 2 rings, lenses of charming and a magic dagger. At this time the crew decides to leave the dungeon and return to the Oasis.

#### *Jun XVII—Idessa Oasis*

The party rests, heals and recovers.

#### *Jun XIX—Pit of the Obelisk*

Returning to the shrine, they are almost ambushed by a large poisonous snake in the rafters, but Lothar spots it in time and they kill it before it can poison anyone. Proceeding into the dungeon, they find that the fire glyph has not been reset and they enter the now apparently empty guardroom. Moving to re-check the watch captain's office, they are ambushed by another Lizardman assassin of Set, who hides, sneaks up behind the party and brutally murders Nyo with a backstab, silently cutting his throat and dragging away his carcass.

When the rest of the party finds the watch captain's office empty, they notice Nyo is missing and rush backwards. Mrow casts a detect invisible spell to locate the assassin hiding in the shadows, and then casts a continual light spell on its head to prevent further sneaks. The party rushes up, forcing it to withdraw, but Mrow casts a Hold Portal spell to trap it in the guardroom with them. They eventually chop it to pieces.

Taking the corpse of Nyo with them, they return to Idessa Oasis, burying the naga and splitting the treasure and Nyo's stuff.